

FIG. 1



```

29  #include <string.h>
31  #include <stdio.h>
26
28  // Here with some definitions used to select sections of code
28  // with pre-processor directives:
33  #define USE_CODE_SECTION_1 1
30  #define USE_CODE_SECTION_2 1
28  #define USE_CODE_SECTION_3 0
30
34  main (
32  {
34    char buf[] = "Original string";

36    #if USE_CODE_SECTION_1
36    #if USE_CODE_SECTION_2
36    strcpy(buf, "String 1");
36    #else // don't use code section 2
40    strcpy(buf, "String 2");
40    #endif //USE_CODE_SECTION_2
36    #else // don't use code section 1
42    #if USE_CODE_SECTION_3
42    strcpy(buf, "String 3");
42    #else // don't use code section 3
30    // in this case leave the original string intact
30    #endif //USE_CODE_SECTION_3
30    #endif //USE_CODE_SECTION_1
30  }

```

FIG. 3

```

29  #include <string.h>
31  #include <stdio.h>
26
28  // Here with some definitions used to select sections of code
28  // with pre-processor directives:
33  #define USE_CODE_SECTION_1 1
30  #define USE_CODE_SECTION_2 1
28  #define USE_CODE_SECTION_3 0
30
34  main (
32  {
34    char buf[] = "Original string";

36    #if USE_CODE_SECTION_1
36    #if USE_CODE_SECTION_2
36    strcpy(buf, "String 1");
36    #else // don't use code section 2
40    strcpy(buf, "String 2");
40    #endif //USE_CODE_SECTION_2
36    #else // don't use code section 1
42    #if USE_CODE_SECTION_3
42    strcpy(buf, "String 3");
42    #else // don't use code section 3
30    // in this case leave the original string intact
30    #endif //USE_CODE_SECTION_3
30    #endif //USE_CODE_SECTION_1
30  }

```

FIG. 2

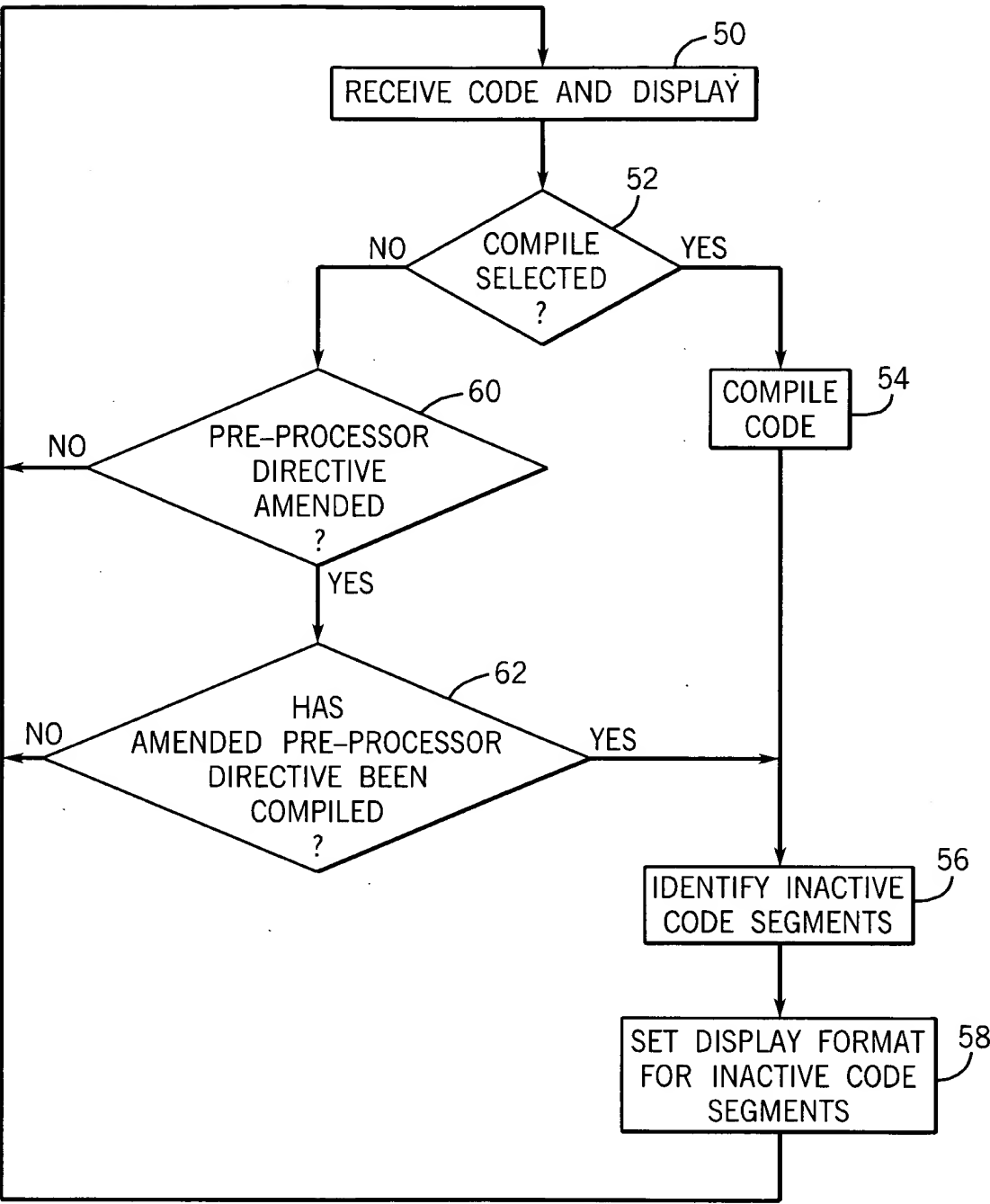


FIG. 4